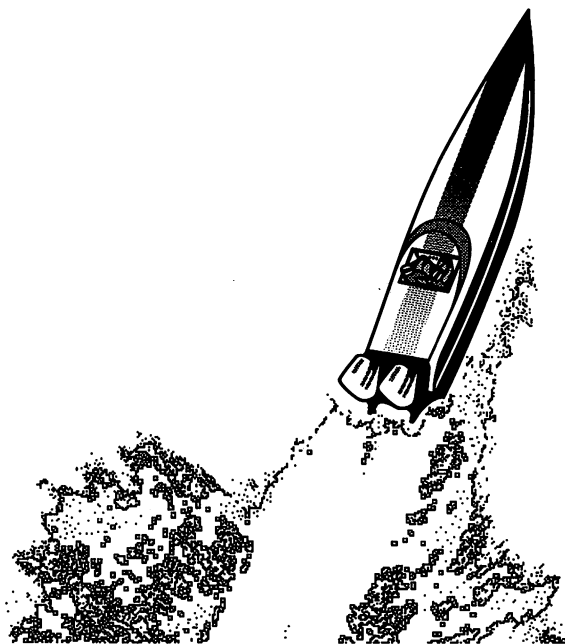


HEAT WAVETM

OFFSHORE SUPERBOAT RACING



**Manual for the IBM PC, Tandy, Amiga,
Apple II GS and Atari ST**

Design: Rick Banks, Paul Butler

Code: Phil Armstrong, Robin Burgener, Danny Chin

Graphics: Grant Campbell

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HEAT WAVE



"I wanted the boat to project an exotic image, kind of like a 959 Porsche. I want people to look at her and be aroused."

— **Don Johnson, star of "Miami Vice," on his custom-designed Scarab 43 superboat**

"Most people, at 45 miles per hour, will say, 'This is fun. This is getting interesting.' At 55, they start looking around ... and at 60 they're asking themselves 'What am I doing here?' At 65 they want to get out, and when you hit 70, sheer terror sets in."

— **Todd Owen, owner of a 41-foot Apache Heat Wave, as quoted in USA Today**

Taming the Waters

Have you ever wondered what would it be like to be strapped in front of a pair of supercharged Lamborghini V-12 rocket launchers? How about planing across the Gulf of Mexico at 100 MPH, kicking up a monster rooster tail that can be seen on the beach, maybe five miles away.

Imagine: No traffic. No cops. No conscience. Just you, a few fish, and about 11,000 pounds of screaming muscleboat built of space-age metal alloys, designed to run about 1,300 horsepower at open throttle. The kind of machine that guys like Don Johnson, star of Miami Vice, might take for a spin in the Offshore World Championships.

For real speed freaks, hoisting a spinnaker on even the fastest 12-meter yacht causes shrieking boredom. You need huge throbbing MerCruiser 420s that eat a gallon of gas every three-quarters of a mile — three of them whenever possible, maybe mounted on a Kevlar hull. You need speedmaster drives and hydraulic steering systems. You need a little thunder on the water.

Welcome to Heat Wave.

HEAT WAVE

Table of Contents

If you're a player who wants just the bare essentials before jumping into action, read **Superboat** Section for a quick overview of Offshore Powerboat Racing, then the **Getting Started** section which will get the game up and running. Then you might want to skip to **Boat** and **Helicopter Controls**, and **Function Keys** to see how to operate your boat.

For a little more depth, read the **Control Panel** section for a complete explanation of the cockpit gauges and gadgets. Finally, the **Main Menu** section explains each of the options available to you on the Heat Wave Agenda — the first screen that appears after you get started.

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The Superboat Circuit

The crown of Superboat Racing is the title US-1. It's reserved for the National High Point Champion, the driver with the highest average of points based on his finishing positions in a "season" or circuit of 10 races.

Courses

Courses are designed to maximize the challenge to the boats. The course may vary in length from a quarter mile to 160 miles. The starts may be green light drag starts, but usually they are flying starts — all boats are planed out and running at the same speed as they approach the starting line.

Strategy

The first thing a driver must do is get a good, legal start. If you cross the starting line before the flag drops, you will be penalized. After a good start, a winner must cross the finish line first, stay on course at all times, and receive no penalties or time faults. But even before the race starts, a winning strategy must include a careful examination of your competitors, the layout of the course, and the course conditions.

Race Scoring

Marker boats and check points record the boats' times and passing positions throughout a race. They also determine time penalties when infractions are made. These penalties and time faults are added to a boat's official time at the end of a race. Thus the boat that gets the checkered flag is only the unofficial winner. This scoring system makes the outcome of a race very unpredictable. It ain't over till it's over.

HEAT WAVE

Seasonal Scoring

Your seasonal standing is based on an adjusted "Average Time." Average Time consists of your finishing time (plus any penalties) adjusted by the length of the course. Thus, if you are racing a long course, your Average Time will be lower than your actual time; and on short courses it will be higher.

At the end of 10 races, you have finished a season. At this time, your record and the scoreboard is wiped clean. But if your seasonal score is one of the ten best ever, your name and score will be placed on the All Time Best Seasons list. (See the Winner's Circle section of this manual for more details.)

Getting Started

Heat Wave works on IBM and compatible computers, and supports Hercules, MGA, CGA, EGA, MCGA, VGA, and Tandy 16 color graphics modes. You'll need at least one floppy drive to run Heat Wave. And you can use the keyboard or joystick to control the game.

If You Have a Floppy Drive System:

You should make a backup copy of your Heat Wave disks before you begin playing. Use the DOS copy command to copy your disks; if you need further instructions on how to copy disks, consult your DOS manual for details.

Only use the game copy, and store the original in a safe place. Heat Wave fits onto two 360K 5.25" disks or one 3.5" disk.

- 1 Insert a DOS disk into Drive A and turn on your computer.
- 2 Press **Enter** until the **A>** prompt appears.
- 3 Replace the DOS disk with the Heat Wave disk. (If you have 5.25" disks, use Disk 1.)



- 4 Type **Heatwave** and press **Enter**, and the Nautical Examination screen will appear.
- 5 Skip past the next section to Nautical Examination to see how to pass the exam screen.

If You Have a Hard Drive System:

- 1 Insert the Heat Wave disk into your drive (use Disk 1 if you're using a 5.25" drive).
- 2 Type **INSTALL** and press **Enter**.
- 3 When this message - **Heat Wave will be installed on drive C in the directory \Wave. Is this correct?** - appears, type **Y** for Yes or **N** for No.
 - **Y** means the program will be installed as described.
 - **N** means you will be prompted to type the letter of the hard drive you want to use. Do so and press **Enter**. When prompted, type the name of the hard drive directory into which the game should be installed (be sure to precede it with a ****) and press **Enter**.
- 4 Again you will be asked "**Is this correct?**" Type **Y** for Yes and **N** for No.
- 5 The installation will occur automatically. If you are installing the game from 5.25" disks, follow the on-screen prompt to change disks.
- 6 When the installation is complete, you are prompted to type **Heatwave** to begin the game.
- 7 Thereafter, to start the game from your hard drive, type **Heatwave** from the **C:\Wave>** directory (or at the name of the drive and directory you created), then press **Enter**.
- 8 Check the next section to see how to pass the Nautical Examination.

HEAT WAVE

Nautical Examination

In order to swim with the big fish, you gotta have your ship together. So we've devised a little nautical exam. The code wheel included in the Heat Wave package has all the answers you'll need.

When the title screens have passed, a diagram of a nautical flag will appear. Also listed: a boat name, a city name, and a boat item. To pass this grueling exam, perform the following super-human tasks:

- Find the flag on the outer edge of the bottom disk of the code wheel.
- Move the middle disk so the boat type lines up under the flag.
- Move the top disk so the city name lines up under the boat name.
- Locate the boat item on the top disk. Above it, in the window, is a four-digit number.
- Type the number into your computer and press **Enter**.

If Poseidon and other gods of the sea are appeased, the Heat Wave Agenda will appear. If you fail, the Agenda still appears, but most options will not be accessible. Reboot, and try again.

Main Menu: The Heat Wave Agenda

The interface for Heat Wave is a system of menus, each of which offers a number of selections. Use the cursor keys — **Up** arrow, **Down** arrow — or your joystick to move through the menu choices. Your current choice is highlighted. Then press **Enter** (or the **fire button**) to select it. A data screen or sub-menu will appear; follow the same procedure to select options from a sub-menu.



To exit a menu screen without making a selection, you usually press **Esc** . Other keys that may be of use in a particular menu will be displayed at the bottom of the menu screen.

Here's a rundown of all your options on the Heat Wave Agenda.

Sponsor's Buffet

First, meet the folks responsible for the fine menu of options on which you are about to feast. Press **Esc** to return to the Agenda.

Game Options

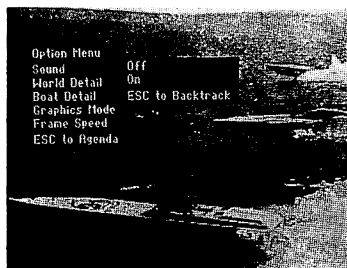


Fig. 1 Options Menu

The Option menu lets you alter some of the playing features of Heat Wave, including the relationship between the speed of the game and the level of graphic detail.

Sound. Highlight **Sound** and press **Enter**. Then highlight **On** or **Off** in the sub-menu and press **Enter** to turn the game sounds on or off.

Joystick. Highlight **Joystick** and press **Enter**. Then highlight **On** or **Off** in the sub-menu and press **Enter** to activate or de-activate the joystick control. If you choose **On**, you are prompted to calibrate the joystick.

HEAT WAVE

Game Options (continued)

To calibrate your joystick:

- 1 Center the joystick and press the **fire button**.
- 2 Move the joystick to the upper left corner and press the **fire button**.
- 3 Move the joystick to the lower right corner and press the **fire button**.
- 4 After you complete the above steps, you are returned to the Option menu. Press **Esc** to return to the Agenda.

World Detail. Highlight **World Detail** and press **Enter**. Then highlight **High** or **Low** in the sub-menu and press **Enter** to control the detail of the world that surrounds your boat. In general: The higher the level of detail, the slower the frame rate of the display.

Boat Detail. Highlight **Boat Detail** and press **Enter**. Then highlight **High** or **Low** on the sub-menu and press **Enter** to control the detail of your boat. Again, lower detail means higher game speed.

Graphics Mode. Highlight this option and press **Enter**. Then highlight the graphics mode on the sub-menu that's appropriate to your machine and monitor and press **Enter**.

Frame Speed. Highlight this option and press **Enter**. Then highlight **Normal**, **Double**, or **Quad** on the sub-menu and press **Enter**. These let you double or even quadruple the number of frames per step, creating a smoother-looking progression to the animation. Of course, the higher the number of frames, the slower the action.



Select Course



Fig. 2 Course Selection Screen

Heat Wave features six pre-set courses — four offshore near Miami, one in the San Francisco Bay, one on the Mississippi River. Highlight a course name and press **Enter**; you are automatically returned to the Agenda. If you select **Custom Course**, one of the custom courses will be loaded.

You also have room to create up to ten different custom courses of your own.

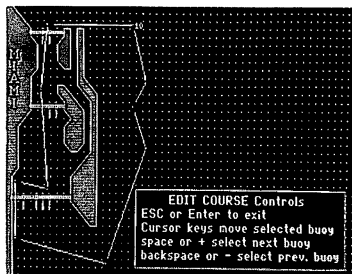


Fig. 3 Custom Course Screen

- 1 Highlight **Edit Custom Course** and press **Enter**. A text box will appear.
- 2 Follow the box instructions; they'll explain how to move the buoys around the Miami Shoreline course (the only one that can be customized).

HEAT WAVE

Select Course (continued)

- Use the cursor keys to move the buoys around, and the plus (+) and minus (-) keys to select different buoys to move.
- 3 When you've finished your course, hit **Esc** or **Enter** to get back to the **Course Selection** menu. If you happen to think that your new course is the greatest thing since the Magna Carta, you might want to highlight **Save Custom Course** and press **Enter**.

Save Custom Course (on Course Selection menu)

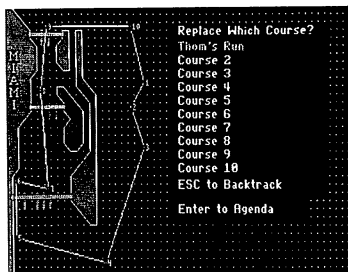


Fig. 4 Save and Load Custom Course Screen

You can have up to ten different courses saved at any one time.

- 1 Highlight one of the storage options (Course 1 - Course 10) and press **Enter**.
- 2 When prompted, type the name of your course (up to 20 letters) and press **Enter**.
 - Follow all on-screen prompts about swapping disks if you're using 5.25" disks.
 - Press **Esc** if you want to make more changes on the course before saving it.



- 3 Your custom course will now be saved. When you save a custom course, the program will check to make sure that boats won't cross land. If they do, the game will tell you which buoy or buoys need to be moved to make it an acceptable course.
- 4 To select a custom course for your race, highlight the **Custom Course** option on the **Course Selection** menu, and press **Enter**.

Load Custom Course (on Course Selection menu)

- 1 To load a different custom course into the "playable" position, highlight **Load Custom Course** and press **Enter**.
- 2 From the course sub-menu, highlight the name of another course you've created and press **Enter**.
- 3 The new course will appear when you select **Custom Course** on the **Course Selection** menu.

Select Boat

You can race one of four different types of boats. Each, naturally, has different characteristics. Read the specs on these data screens, then try them all out in a practice run. To select a boat:

- 1 Highlight the name of one of the four boats and a rotating 3-D picture of the boat and appropriate specs will appear on screen.
- 2 Press **C** to toggle the boat information text on and off.
- 3 Press **Enter** when the boat you want to pilot appears on screen.

HEAT WAVE

The Boats

Offshore Racing is a combination of speed, navigation, and endurance as competitors match themselves against the open sea. Teams of racers work in synchronized harmony in each 30-foot to 50-foot craft to overcome the sometimes menacing sea as well as their opponents. Speeds of these sleek boats can exceed 100 mph throughout a long race.

Heat Wave features two types of boats: **Deep-Vs** and **Catamarans**. Both types ride on top of the water, instead of plowing through it. The faster the boat goes, the less the hull actually touches the water, thus reducing friction and increasing speed.

Catamarans. Cats have two hulls, called sponsons, with a tunnel (covered by the deck) in the middle. The tunnel is shaped like a long wedge, wide at the bow and narrow at the stern. Air rushing into the front end is thus compressed as it reaches the rear, actually lifting the boat — and, in effect, reducing its weight. However, at slower speeds in rough water, this lift effect is nullified.

Standard catamaran design usually features a series of steps that run down the sides of each of the two sponsons. These mix air with the water flowing under the boat. Aerated water creates less friction with the hull.



Deep-Vs. Deep-V — or monohull — boats win offshore races when the water is rough and speeds slower. When a V boat approaches top speed on flat water (at around 100 mph), only a small portion of the rear hull (and the props) touch the water — a potentially unstable situation.

Deep-V design features strakes, which are horizontal ribs that help the boat rise out of water. Also, when your boat flies off the top of a wave, the strakes limit how hard you crash down into the next one.

Registration

In order to race, you must register. You will be asked whether you're a **Rookie** or **Experienced Driver**.

If you sheepishly admit you're a **Rookie Driver**, you'll be asked to type in your name, then the name of your boat. Press **Enter** and follow all on-screen prompts. Only 16 drivers can be registered in Heat Wave, so if the roster is full, you'll have to replace somebody. (NOTE: Once you replace a driver, they and their standings are permanently removed from the roster.)

If you're an **Experienced Driver** — that is, one who's already on the roster — just use the **arrow keys** to highlight your name, and press **Enter**. (If you have chosen a different boat than the one you used previously, Heat Wave will double-check, to make sure you want to do this.)

HEAT WAVE

Pit Stop

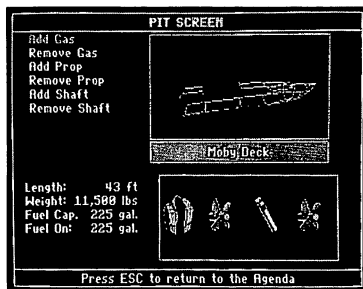


Fig. 5 Pit Screen

You only get one pit stop, and it's before the race. So make wise choices here. If something goes wrong when you're out on the water, you'd better be prepared.

Heat Wave automatically provides you with a life jacket. Beyond that, you have room for extra gasoline and three spare parts of any configuration. A driver must risk his boat sometimes to gain an advantage, but rough seas and high RPM often result in broken props and blown engines. The boat itself must be paced to control the inevitable damage till near the end of the race. Then it's all out.

Gasoline. You can **Add Gas** or **Remove Gas** by highlighting the option and pressing **Enter**. Each time you press **Enter**, one gallon of gas is either added or removed from your tank. Press and hold **Enter** to speed up the fueling process.

Too much gas will slow you down and increase the likelihood of a spin-out while cornering around buoys. Too little gas, you won't finish the course. Each boat uses different amounts of gas. Each course is a different length. Weather conditions may force sudden course length changes as well as alter how your boat rides (see the Drivers Meeting section for more details). As you can see, your fuel strategy is important.



Spare Parts. These consist of **propellers** and **shafts**. You can damage your propeller if it hits bottom in shallow water, or if you run over a buoy. You'll damage a shaft if your engines run at high RPMs for too long.

Highlight the desired part you want and press **Enter**. The part will either appear or disappear from the Parts View window.

Practice

The practice run is just like the real thing — same course, same boat, same basic conditions. To return to the Agenda at anytime during the race, press **Esc** and follow the on-screen prompts. Or press **F10** to restart practice.

Qualification Time Trials

If you register a new name or a new boat, you have to submit to the indignity of qualification, which is a race from the starting line to one buoy and back again. (Each race has a different qualifying time and distance.) When you select this option, you will see an Overview Screen. You'll read more about this later, but for now, just follow the directions here.

From the cockpit of your boat you will see the starting flag on the Starter's Boat to your right.

- 1 When the flag drops, press **Enter** to start your engine, then press the keypad **plus (+)** key to accelerate, the keypad **minus (-)** key to slow down. Use the **left** and **right** arrow keys on the keypad to steer. With the joystick, push the joystick **forward** to accelerate, **pull backward** to slow down, and move it **left** and **right** to steer left and right.
- 2 Press **Esc** at anytime to drop out of the trial and return to the Agenda.

HEAT WAVE

Course Fly Through

A guided tour, via helicopter, of the course you've chosen. This will help you navigate later during the race, so watch the buoy placements.

Driver's Meeting

It is compulsory that a driver's meeting be held and attended by all drivers to officially announce the course, the race schedule, and conditions. The judges may make last-minute course alterations, like moving a buoy on you.

The Race

Keep an eye on the Starter's Boat to the right. When the starting flag drops, start your engines and go. Race around the buoys in the manner dictated by the course map or on the green side of the individual buoys. Try to win. For racing details (how to control the boat, cockpit gauges, etc.), see the Control Panel section. If you're a rookie and haven't completed a qualification time trial, the game will remind you of your omission.

Winner's Circle

Your goal, of course, is to finish in the shortest possible time. Heat Wave keeps a running tab of each driver's average time. Highlight the **Winner's Circle** option, press **Enter**, and the Season Standings and Records screen appears. This lists the top 10 racers and their average time for the present race circuit. Press the **Space Bar** and the rankings of the ten best seasons of all time appear.

Retire to DOS

This is an option you will probably never want to exercise. You will want to keep Heat Wave on your computer screen well into perpetuity.



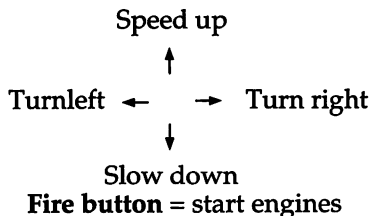
Basic Boat Controls

Use four keypad keys or a joystick to control your boat's speed and direction. (If you're using a joystick, be sure to read the paragraph on joysticks in the Game Options section of this manual.)

Keyboard IBM Model 25 Only		Keypad
	Speed up	
	Slow down	
	Turn left	
	Turn right	
	Trim up	
	Trim down	
	Helicopter view	

Note: to make the controls on the IBM Model 25 work, press **shift** and **ScrLK** simultaneously

Joystick



There are a few other controls worth mentioning now so that if you want to jump into a practice run, qualification time trail, or race, you have all the tools. (These are explained in more detail in the section Main Menu: Heat Wave Agenda.) Remember, whenever you start, you need to select a boat, a course, and register for the race.

HEAT WAVE

Basic Boat Controls (continued)



Start engines (fire button on the joystick)



Stop engines



Adjust trim down



Adjust trim up



Run the bilge pump



Pause game during practice, time trials, or a race



On the Boat Selection screen, removes the text from the revolving picture of the boat

Helicopter Controls

While racing, you can view the world from the cockpit of your superboat OR you can view the proceedings (while still controlling your boat) from a **helicopter view**, hovering just above and behind your boat.

Just press the 7 (the **Home** key) on the keypad, and suddenly you're racing with a bird's-eye perspective. Pick out those distant buoys. Find your competitors. Or just contemplate the awesome fractal scenery.



To get back in the trenches, press the keypad 7 again.

To maneuver the helicopter:



Moves helicopter lower



Moves helicopter higher



Swings helicopter left (the scenery moves right)



Swings helicopter right (the scenery moves left)



Helicopter zooms closer to your boat



Helicopter zooms away from your boat

Remember: While in helicopter view, you are still racing your boat. All of the boat controls remain the same.

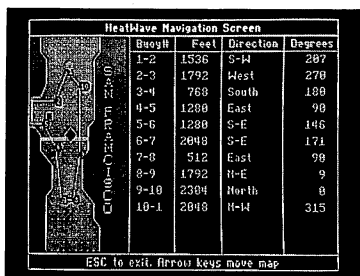
Function Keys

When something is wrong, or when something of interest happens, the appropriate **Function Key Indicator** starts to flash. To see what's up, press the corresponding F-Key. Except with F2, these will take you to a new screen.

HEAT WAVE



Navigation



Buoy#	Feet	Direction	Degrees
1-2	1536	S-W	287
2-3	1792	West	270
3-4	768	South	180
4-5	1280	East	90
5-6	1280	S-E	146
6-7	2048	S-E	171
7-8	512	East	90
8-9	1792	N-E	9
9-10	2304	North	0
10-1	2048	N-W	315

ESC to exit, arrow keys move map

Fig. 6 Navigation Screen

Shows a map of your current race course. It even displays the position of your boat (the asterisk) and the other boats (small marker). You can scroll the map around with the arrow keys. The chart on the right displays the distance and direction for each leg of the race. Very helpful information.



Loran/Radar Toggle

Toggles between the two navigational modes. For a full explanation of these modes, see the Loran/Radar Screen section of the manual. The F2 indicator flashes when you are in shallow water — usually less than 5-6 feet, although catamarans tend to run a bit higher in the water than deep-V hulls.



Time Sheet

Sparky's Time Sheet		
E V E N T	Penalties	Time
Buoy 1	Nil	0:00
Buoy 2	Nil	0:19
Buoy 3	Nil	0:38
wrong side of marker	1:00	0:57
wrong side of marker	1:00	0:58
Hit ESC to Return to the Race		

Fig. 7 Time Sheet

Tells you how you are doing in the race. Each time you pass a buoy marker, your time is recorded on this screen. So are all your time penalties. You receive penalties for:

Penalty	Length of Penalty
Missing a buoy	1 minute
Missing a marker	1 minute
Boat repairs	
Shaft	1 minute
Prop	1 minute
Bilge	1 minute
Jumping the starting flag	1 minute

The F3 indicator will flash whenever something new is added to your Time Sheet.

HEAT WAVE



Damage

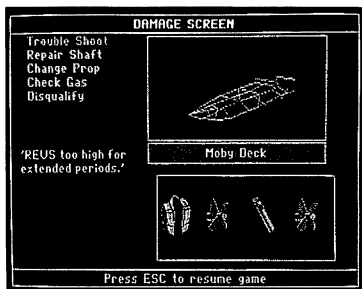


Fig. 8 Damage Screen

Your **F4** indicator will flash if something is wrong with your boat. Press the **F4** key to assess the damage. The problem will be spelled out in the lower window.

There is also a menu on this screen. Scroll through the choices and press **Enter** to select one of the following:

Trouble Shoot. Tells you what you did wrong — e.g., hit bottom, ran at high RPMs too long, etc.

Repair Shaft. Only if you have an extra shaft on-board, of course.

Change Prop. Same story.

Check Gas. Tells you exactly how many gallons of fuel are left in your tanks.

Disqualify. Lets you exit the race.



Ranking

HeatWave Rankings Screen				
Driver	Boat Name	Lap	Last Buoy	Time
Sparky	Moby Deck	1	10	2:00
Frank	Rev It Up	1	9	1:00
Joe	Hot	1	9	0:00
Bob	Inferno	1	9	0:00
Ambuani	Lethal Weapon	1	9	1:00
Hit ESC to Return to the Race				

Fig. 9 Rankings Screen

This screen displays the current standings of all five drivers in the race. NOTE: This function does not take time penalties into account; you could be out front, but still lose because of penalties.



Overview

This remarkable screen gives you a mile-high view of where you are on the course (your boat is the yellow arrow). Very helpful for getting your bearings. As in **helicopter mode**, you can move your point of view:



Move lower



Move higher

HEAT WAVE

F6 Overview (continued)



Swing left (the camera moves right)



Swing right (the camera moves left)

The Control Panel

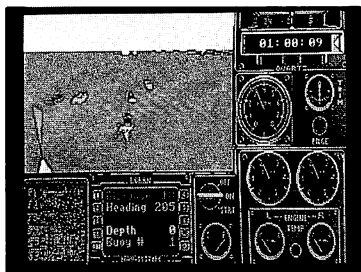


Fig. 10 Control Panel and Race Screen

Once you choose **Practice**, **Qualification Time Trial** or **The Race** options from the Agenda, the next screen you see displays your superboat's control panel. Here are the panel components and their functions:

Compass

This tells you your current bearing in terms of direction (N, S, E, W) and degrees (0-360).

Clock

Surprisingly, this unique device marks the time of day (all races start at 1:00) and keeps track of your time. It can also be used as a stopwatch. Press **G** to start the stopwatch, **S** to stop it, **R** to reset it. Press **C** to toggle between the clock and the stopwatch.



RPMs

The revolutions-per-minute of your drive shafts. The higher the RPMs, the faster your propellers turn, and the faster you go. Of course, most driving machines can only sustain very high RPMs for limited periods of time. Ham-hands on the throttle will nuke your shaft.

Speedometer

Yes. This tells you how fast you are going. Keep in mind that some boats spin out if you try to turn sharply at high speeds. Also, make sure your speed properly reflects engine RPMs. If you are going slow, but RPMs are high, something is wrong — e.g., the propeller is damaged, or you didn't set the trim right.

Trim

When you get closer to maximum speed, your boat will “go on plane.” That means it will literally fly over the top of waves, with only minimal hull contact with the water. Adjusting the trim up or down will flatten out your ride and measurably increase your cruising speed. Press the **Down** arrow for down and **Up** arrow for up. Do this every time wave conditions change, or every time you adjust your speed. (**Note:** The trim will become off balance every time your speed changes, so check it often)

Bilge Pump

If you take on water for any reason, press **B** to activate the bilge pump. This will keep you dry — but it also eats gas and slows you down.

Temperature Gauge

Gauges engine temperature. Only runs high if something is wrong or you are revving your boat too high for too long. In either case, the warning light will flash.

HEAT WAVE

Starter

To turn on your engines, press **Enter** or the **fire button**. To kill your engines, press the **Tab** key. (Hint: In case of imminent collision, the **Tab** key will stop you faster than the **minus (-)** key on the keypad.)

Fuel Gauges

Give only a rough indication of fuel remaining. For a more detailed reading, go to the Damage Screen (see **F-Screen** section) by pressing **F4**.

Loran/Radar Screen

Loran. Short for “long-range navigational.” In the nautical world, it is a system in which pulsed signals sent out by two pairs of radio stations are used by a navigator to determine the geographical position of a ship. In Heat Wave, that navigator is your shipboard computer.

In loran mode, you are shown the following information:

- **Distance** to the next buoy
- **Heading** (in degrees) needed to reach the next buoy
- **Correction** you need to make to get back on course. (The correction number is followed by an **S** or a **P**. **S** stands for starboard or correction to the right, and **P** stands for port or correction to the left.)
- Current **depth** of water
- The next **buoy** you need to reach

Radar. You know what “radar” is. In **radar mode**, the top of the screen is always the direction in which you are heading. Your boat is represented by the blip in the center of the screen. The other blips represent other boats.

Toggle between the two modes by pressing **F2**.



Troubleshooting Guide

If you have any questions about **Heat Wave**, and you can't find the answers in the manual, our Customer Support folks can help. Call us at 408-296-8400 between 9 a.m and 5 p.m. Pacific Time, or write to Accolade Customer Support, 550 S. Winchester Blvd., San Jose, CA 95128.

Be sure to have your computer handy when you call, and have the following information: your computer's brand and model (XT, AT, PS/2 etc.), its memory, what peripherals are attached, what type of monitor and graphics card you have, and the contents of your **Config.sys** and **Autoexec.bat** files.

If you have any problems with the simulation, try these troubleshooting tips first before you call us. They might do the trick.

Configuration Problems

If you start the simulation and nothing happens, **Heat Wave** should auto-detect the correct graphics mode for your machine. You can also change the graphics mode from the Options item on the Main Menu.

Trouble-Shooting Tips

If your game doesn't load properly, try this:

First, please reread the manual and try the instructions again step by step. One misstep can blow the whole thing. If it still doesn't load check your **Autoexec.bat** file for memory-resident programs (menu programs such as **1 Dir+** and **PC Shell**; utilities such as **Sidekick** and **PCTools**; disk caching programs such as **PC Cache** and **Lightning**) and remove them. Our games are greedy and don't like these other programs loaded with them.

HEAT WAVE

Troubleshooting Guide (continued)

Also: check your **Config.sys** file for device drivers which could cause problems – such as an expanded memory driver for RAM disks or a mouse driver.

To find these DOS files, type **CD C:** at the **C>** prompt. Then type either **TYPE AUTOEXEC.BAT** or **TYPE CONFIG.SYS** – if the files are there, the info will scroll onto the screen. If you suspect that a program listed there is causing problems try one of these solutions:

- Reboot your system with a “clean” DOS system disk from the **A>** prompt. A clean DOS disk is one without an **Autoexec.bat** or **Config.sys** file (see your DOS manual for details). Then proceed with normal game instructions.
- Temporarily rename these two files (refer to your DOS manual for specifics), and reboot your system.

Tandy 1000 SL

If you're running **Heat Wave** on the **Tandy 1000SL** with 512K, and it fails, here's what you may have to do to get it working. It's called the **MEM FIX**, and it releases extra memory initially used by **DeskMate**:

- 1 On the **DeskMate** desktop, press **ESC** to get to the **DOS** prompt.
- 2 With your original **DOS** disk in the drive, type **SETUPSL/A**. The current drive setup appears onscreen.
- 3 Press the **Page Down** key once, then move to the **Initial Start Up Program** prompt.



- 4 Press the **Left Arrow** key until **MS-DOS** is highlighted. Then, move the prompt to **Video Memory** and press the **Left Arrow** key until it says **16K**.
- 5 Now, press **F1**. A status message appears: **Updating EEPROM Registers**. For the memory change to take effect, press the **RESET** button (lower left, **RED**). The machine now loads **DOS**.
- 6 Place the **Heat Wave Disk A** in the drive, and follow the loading sequence indicated in Section 1 of this manual.

When you're finished using the **Heat Wave** simulation, follow these steps to restore your computer to the original settings:

- 1 Hit **Ctrl-Q** to exit to **DOS**. Put your **DOS** disk back into the drive, and type **SETUPSL/A** once again.
- 2 Move to the **Initial Start Up Program** prompt, and press the **Right Arrow** key until **DESKMATE** is highlighted.
- 3 Now, move to the **Video Memory** prompt, and press the **Right Arrow** key until it says **64K**.
- 4 Press **F1**. A status message appears: **Updating EEPROM Registers**. For the memory change to take effect, press the red **RESET** button. Your Tandy 1000 is now restored to its original memory configuration.



ACCOLADE CUSTOMER SERVICE: (408) 296-8400

If you need help with this — or any other — Accolade product, please give us a call between the hours of 8am and 5pm (Pacific Standard Time). Be sure you are at your computer when you call. We'll do everything we can to solve your problem or answer your question. Or write to us at:

Accolade
Attn: Customer Service
550 S. Winchester Blvd., Suite 200
San Jose, CA 95128



DO YOU WANT TO BACK-UP YOUR DISK?

We know you're concerned about disk damage or failure. So feel free to make a back-up of the game. See your computer manual for details about saving disks. If you lose the off-disk protection scheme, please send us \$15 and we'll send you a new one. If it's destroyed, send us the remains, and we'll give you a replacement.



YOUR DISK CARRIES A 90-DAY WARRANTY

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of the Software that the recording medium on which it is recorded will be free from defects in materials and workmanship. Defective media which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge.

After the 90-day period, defective media may be replaced in the United States for \$10 (plus 7.25% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc. and return to the address above. (To speed up processing, return only the disk, not other materials.)



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